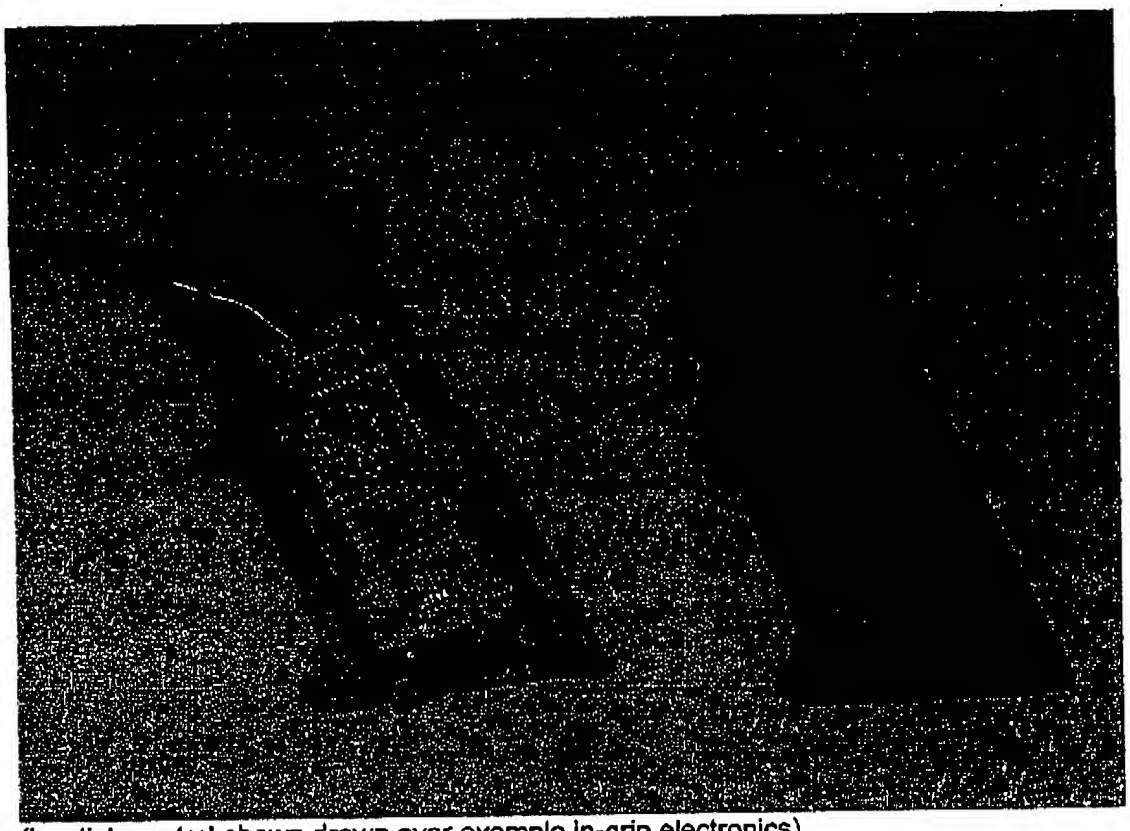
Ex. B
Pg. 1

Weapon Grip-Mounted Joystick Control

A small joystick is placed in the upper center rear of the weapon grip. Necessary electronics are housed inside the hollow grip. Device serves as a cursor control for a software interface.



(joystick control shown drawn over example in-grip electronics)

1. It has been shown that an infantry wearable computer system's cursor control device should be placed on the weapon. Actual placement is restricted by available space on the weapon for the electronics, necessarily empty space to allow mechanical weapon operation, and the prevention of accidental jostling (e.g. bumping the cursor control device while firing the weapon, carrying it, etc).
2. The placement of a small joystick in the upper center rear of the weapon grip solves the problem of placement on the weapon without interfering with weapon operation. Being a joystick, it provides helpful tactile feedback as well.
3. This device is superior to devices mounted elsewhere on the weapon or on the soldier's body in terms of ergonomics and allowing the soldier to keep his finger at the trigger at all times.
4. Unexpectedly, having the joystick in the center of the grip provided instant ambidextrous use.
5. This invention is marketable primarily to any computer-wearing weapon carrier (soldier, policeman, etc).
6. There is no prior art for this invention.
7. This idea was first suggested in June, 1999.

Ex. B
P9.2

8. This idea has been described to Bill Brower of PM-Soldier, SFC Chris Augustine, Andy Taylor of US Army SSCEN – Natick, among others in the government. Exponent subcontractor Diablo Research borrowed and disassembled the prototype Exponent device.
9. This idea was reduced to practice in June, 1999.